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| Joaquin Carretero  **Bachelor of Science in Computer Engineering**  Books University of New Mexico - May 2020 - GPA 3.43  Marker Berkeley, CA, 94706 | CONTACT   * (505) 930 4208 * [quinocarreteromartinez@gmail.com](mailto:quinocarreteromartinez@gmail.com) * 1050 Kains Ave. Albany, CA, 94706 * [LinkedIn](http://bit.ly/JoaquinLinkedIn) * [GitHub](http://bit.ly/JoaquinGitHub) |

**Skills:**

* **Programming languages**: Python, C, C++, SQL, BASH.
* **Software Engineering Fields**: Artificial Intelligence, Neural Networks, Machine Learning, Avionics, Back-End.
* **Software**: Keras, Tensorflow, Numpy, OpenCV, CUDA, JSON, Linux, UNIX, Git, SVN, ssh, CAD, Fusion360, Shapr3D, Unity, Photoshop, Lightroom, Microsoft Office.
* Languages: Spanish, (Spain, native) and English (USA, native).

**Education:**

* **University of New Mexico, Albuquerque, NM Aug 2016 to May 2020**
  + Bachelor’s Degree, Electrical and Computer Engineering, GPA-3.43
  + Coursework: SQL, Unity, Mathematics, Computer Logic Design, Probabilistic Methods, Algorithms, Signals and Systems, Operating Systems, Circuit analysis, Electronics, Computer Vision, Optical Photography.
* **Unity 3D 2018 Essential Training** (LinkedIn Learning) - Sep 2020
* **SQL Essential Training** (LinkedIn Learning) - Aug 2020

**Professional Experience:**

**Machine Learning Engineer @ Uniquify Oct 2020 to Feb 2021**

* Wrote production level Python code, trained, and fine-tuned Deep Learning Neural Networks (mostly CNNs) with Machine Learning frameworks such as TensorFlow, Numpy, CUDA, and OpenCV.
* File management scripting with Python in UNIX/Linux environment via ssh connection to build and organize neural networks on several datasets such as ImageNet, CIFAR10, MNIST, COCO2017, etc.
* Recreated TensorFlow from scratch to build a proprietary library faster and more efficient, implementing Keras with newer versions of famous models like VGG16, Resnet50, Inception and DenseNet.

**CAD Engineer @ SeaSkate Startup May 2020 to Oct 2020**

* 3D modeled a wheelbase structure for a new kind of surfboard-shaped skateboards by applying my physics and math knowledge and 3D printing skills.
* Software: Fusion 360, Ultimaker Cura 4.7, Shapr 3D
* Hardware: Formlabs 1+ Resin 3D printer and Prusa i3 MK3 Filament 3D printer.

**Software Engineer @ Aspen Avionics May 2019 to May 2020**

* C and Python code review and documentation of test requirements. Assisted with test/validation, software identification, Code Coverage, and requirements checks.
* Developed code verification by analysis procedures for a DO-178 B Level C project, using Python, C, C++, Shell, and Bash and interacting with hardware for tests.
* Script automation with Python and Bash to run multiple programs sequentially as well as file management automation.

**Software Engineer @ Crownpoint Healthcare Aug 2019 to May 2020**

* Programmed a scheduling algorithm for Crownpoint Healthcare Facilities to automatically create schedules for workers. Information was read from a JSON file, structured and retrieved with C++, and exported to .csv format to be human-readable and used with Excel. The project was managed on GitHub with multiple developers.

**Python Instructor @ University of New Mexico Jul 2018 to Apr 2019**

* Python instructor through the University of New Mexico at Washington and Polk School in Spanish and English to bilingual students.